Yrel

Yrel, Light of Hope, is a melee Bruiser hero from the Warcraft universe. After traveling to an Alternate Draenor, the forces of Azeroth saved the acolyte Yrel from the Iron Horde. With their aid, she rose to the rank of Exarch and fought back the demonic invasion of her world. Now, she finds herself where time, space, and dimensions converge: the Nexus.

Yrel is a deliberate melee Bruiser whose heavyweight abilities reward investment and careful timing.

Yrel is a sturdy Warrior capable of withstanding pressure in the battlefield and peel for her allies with the power of the Light. She is unique as all her Basic Abilities can be charged up to 1.5 seconds, increasing their effectiveness. Her trait, Divine Purpose, allows to instantly use her Basic Abilities at maximum power without requiring to charge.

Overall, Yrel functions well in most team compositions, being able to be played as either a main Tank or a Bruiser.

Kerrigan

Sarah Kerrigan, the Queen of Blades, is a Melee Assassin hero from the StarCraft universe.[1] Once a terran ghost with formidable psionic abilities, Sarah Kerrigan was betrayed by her allies and transformed by the zerg into the Queen of Blades. Now freed of the dark one's corruption, Kerrigan faces a threat that could destroy the galaxy itself.

Kerrigan is a combo Assassin who goes all in, diving into the enemy team.

Kerrigan is a Melee Assassin that utilizes a devestating combo of Primal Grasp and Impaling Blades to Stun and damage groups of enemies. Assimilation allows Kerrigan to dive deep into team fights and quickly regenerate Health in the form of shields through her own damage output.

One of Kerrigan's greatest strenghts is her ability to roam the map in search of ganks. Impaling Blades does not only stun all enemies it strikes, but also deals a significant amount of AoE damage to them. There is a noticeable delay between when the ability is cast and when it will actually trigger, making Impaling Blades relatively difficult to land. This is why Impaling Blades should always (for the most part) be used in conjunction with Primal Grasp, as Primal Grasp will pull enemies into Impaling Blades, making it almost impossible to avoid. Newer Kerrigan players are strongly encouraged to spend time practicing her Primal Grasp/Impaling Blades combo in Training; as without it, Kerrigan loses almost everything that makes her such a valuable asset to her team.

Valla

Valla, the Demon Hunter, is a Ranged Assassin hero from the Diablo universe.[1][2] She witnessed the ferocity of hellspawn firsthand as the demons ravaged her village and left her for dead. Now, with no people to call her own, her only allegiance is to her cause: to rid Sanctuary of the demonic filth corrupting its lands.

Valla is a well-rounded Assassin that's mobile and can deal high sustained damage.

Valla is a highly versatile and sustained Ranged Assassin who can whittle down the enemies with fast auto attacks. Hatred empowers Valla's Basic Attacks and increases her movement speed. This allows her to put an extreme amount of pressure on anything within her Basic Attack range. Her fast base attack speed somewhat helps with this, however, stutter-stepping truly is the key to making the most out of Hatred, and Valla as a whole. Her on-demand area of effect damage and poke allow her to reliably deal damage in all situations. However, her relative fragility makes her a high priority target for the enemy.

Brightwing

Brightwing, the Faerie Dragon, is a ranged Healer hero from the Warcraft universe.[1][2] The Faerie Dragons of Ashenvale are known for their playful demeanor, seemingly disappearing at a whim. The mischevious Brightwing is no exception, often materializing out of nowhere to save her allies or just to mock her foes by some sort of faerie trickery.

Brightwing is a Healer who can teleport to allies, excelling on large battlegrounds.

Alexstraza

Alexstrasza, The Life Binder, is a Healer hero from the Warcraft franchise. Alexstrasza, the queen of dragons, was empowered by the titans to be the guardian of all life on Azeroth. She has aided mortals time and again, even at great personal cost. Now, she soars across the Nexus, protecting life wherever she finds it.

Alexstrasza is a durable Ranged Healer who shares her health with allies and can transform into a mighty dragon.

The Life-Binder is a versatile ranged Healer who manipulates life energy to heal her allies. When her life - or those of her allies - is threatened, she can transform into a mighty dragon.

Jaina

Jaina Proudmoore, the Archmage, is a Ranged Assassin hero from the Warcraft universe.[1][2] She is a master spellcaster, trained by the legendary Archmage Antonidas himself. Brilliant, courageous, and wise, it was Jaina who led the survivors of the Scourge of Lordaeron to safety. But don’t mistake her graciousness for weakness, or she will gladly demonstrate to you the folly of picking a fight with a sorceress.

Jaina is a frost mage who can slow the entire enemy team.

Jaina is combo-oriented Ranged Assassin with outstanding Area of Effect crowd control and burst damage potential. Befitting her Frost Mage theme, her trait Frostbite passively causes Jaina's Abilities to also affect their targets with Chill, Slowing them and causing any Ability that hits an enemy already afflicted by Chill to deal increased damage. Chill affects all entities in the game for the purpose of inflicting bonus damage, including Structures. Her reliance on skillshots and delayed Abilities, and relative fragility, however, make her one of the hardest Heroes to play, let alone master.

Probius

Probius, the Curious Probe, is a Ranged Assassin hero from the StarCraft universe. Since his activation, Probius has always wanted to prove himself. He may be small, but he made a big difference by warping in a critical pylon during the retaking of Aiur. As the bravest of probes, Probius is eager to fulfill his purpose in the Nexus.

Probius is a high damage Summoner that must stay near Pylons to be effective.

Artanis

Artanis, the Hierarch of the Daelaam, is a melee bruiser hero from the StarCraft universe. Despite his relative youth, Artanis was named Hierarch of the Daelaam after the fall of Aiur. Driven by the promise of a brighter future, he hopes to reclaim the protoss' fallen home world and rebuild their once glorious civilization.

Artanis is a tough Bruiser that deals high damage if the enemy team is unable to shut him down. He repositions enemies and strikes with his blades.

Artanis is tough Bruiser that deals high damage if the enemy team is unable to shut him down. While below 75% maximum Health Shield Overload and related talents can make him deceptively difficult to kill. Artanis' lack of innate gap-closers means that he must commit to his Blade Dash + Phase Prism combination in order to effectively engage team fights from longer distances.

Diablo

Diablo, the Lord of Terror, is a melee Tank hero from the Diablo universe.[1] Known in the ancient tongue as Al'Diabolos, the Prime Evil of Terror, the Demon Lord Diablo seeks to claim the world of Sanctuary for the Burning Hells. His victims are innumerable, his schemes unknowable, and his power... unfathomable.

Diablo is a risky Tank who can devastate an enemy team with his "all-in" combo potential.

Zeratul

Zeratul, the Dark Prelate, is a Melee Assassin hero from the StarCraft universe.[1] The enigmatic Dark Templar faithfully serves the Xel'Naga. While he expertly wields the powers of the Void, it is his wisdom that earns him the respect of the Koprulu sector's greatest leaders - despite his penchant for dramatic entrances.

Zeratul is a stealthed Assassin who can dart around his enemies.

Zeratul is an Melee Assassin that uses mobility and strength, along with the element of surprise, to confuse his enemies by quickly teleporting in and out of battle while dishing high damage. He is able to deal massive amounts of burst damage to high-priority backline Heroes unpunished, or temporarily remove them from the fight. Stealth also allows Zeratul to flank enemy Heroes and attack the backline directly, rather than first having to go through the frontline.